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GPOSERS

ジーポーザーズ



REDISCOVER Hydaelyn

Vol. 6



GPOSERS
ジーポーザーズ

MAROT SATIL
LAMIA
Lead Author / Proofreader

KUPAII SATIL
LAMIA
Event Team Lead / Glam Artist / Proofreader

SHENOVA SHADOWHEART
ODIN
Lead Photographer

CHINU
EXODUS
Artist

AEON
LAMIA
Author

FULL-TIME SENPAI
MATEUS
Author

SERENAYA CARRIN
ZODIARK
Author

YUKIMARU TOSHO
BALMUNG
Author / Proofreader

AJISAI BUHEN
EXODUS
Designer / Photographer / Glam Artist

JAKE
Designer

MEIA MOCHI
ULTROS
Designer / Photographer / Glam Artist

PINKIE
CERBERUS
Designer / Author

YOMIGAMI OKAMI
HYPERION
Designer / Photographer

YULIA ROSE
OMEGA
Designer / Photographer / Glam Artist

LUFREINE
MATEUS
Glam Artist

MIMIKI MIKI
MATEUS
Glam Artist / Event Team

FREYA BLOODMOURNE
LAMIA
Photographer / Author

KIYO MOLKOH
JENOVA
Photographer / Glam Artist

TAYANG
MATEUS
Photographer / Glam Artist

LILAC MOON
MATEUS
Proofreader

OSHEA GOTOBED
CERBERUS
Proofreader

MINTY MATHIS
MATEUS
Translator















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GPOSE
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GPOSERS Meet up

A HUNT DOWN MEMORY LANE

During the month of January we invited everyone to take a few minutes to explore and relive some memories from A Realm Reborn. Taking a trip down memory lane, they tried to find Mimiki Miki throughout Eorzea. Both screenshots and a short riddle were provided to help locate the crafty Lalafell, and a variety of prizes were handed out.

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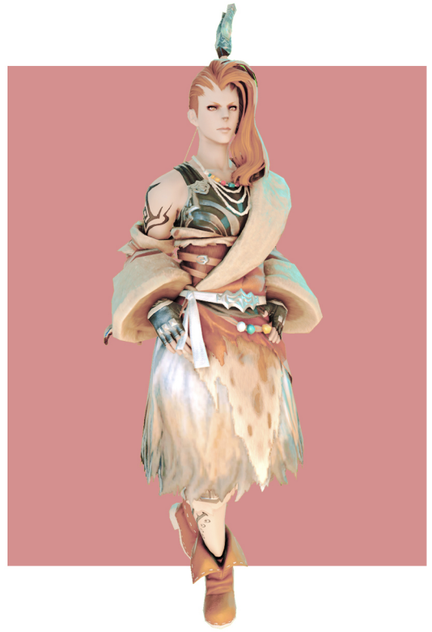


Love to Gpose?

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GPOSERS

FASHION FORWARD







HIGH CULTURE

#11

Hydaelyn















La Noscean Captain Cut

The pirates and sailors who make their home on Vylbrand are known for their exploits across Hydaelyn; from the New World to the piers of Kugane, the men and women who lead them make it known that they lead by style. Cut with gold accents, a heavily stylized eyepatch, and even a golden flask, this glamour ensures that everyone knows you're in charge.









Gear Pieces

FOR LA NOSCEAN CAPTAIN CUT





GRYPHONSKIN EYEPATCH

Dye: Wine Red
Obtained: Crafted (LTW Lvl. 50) / Market Board



HOLY RAINBOW SHIRT OF HEALING

Dye: Wine Red
Obtained: Crafted (WVR Lvl. 53) / Norlaise - Ishgard - The Pillars (15,444 Gil) / Market Board

SERPENTSKIN HALFGLOVES OF CRAFTING

Dye: General-purpose Jet Black
Obtained: Crafted (LTW Lvl. 59) / Gyosho - Azim Steppe - Dhoro Iloh (16,632 Gil) / Market Board

CASHMERE SLOPS

Dye: General-purpose Jet Black
Obtained: Crafted (WVR Lvl. 60) / Market Board

ANEMOS EXPEDITIONARY'S BOOTS

Dye: Wine Red
Obtained: Eureka Anemos Lockboxes / Market Board

MILITIA CHOKER

Obtained: Crafted (LTW Lvl. 50) / Market Board



DRAVANIAN HUNTRESS HAUTE

Garbed in furs and leather to protect themselves from harsh weather and even harsher wildlife, Dravanian huntresses are skilled and fearless explorers, whose arms of choice are bows and functional fashion. Take note of this primal look and you too can roam the wild forests of the Dravanian Forelands in style.









GEAR PIECES

FOR DRAVANIAN HUNTRESS HAUTE



VERDANT SHORTBOW
Obtained: The Aurum Vale



WOAD SKYHUNTER'S FUR
Obtained: Sohm Al



SKY RAT FINGERLESS GLOVES OF AIMING
Dye: General-purpose Jet Black
Obtained: Crafted (LTW Lvl. 60) / Market Board

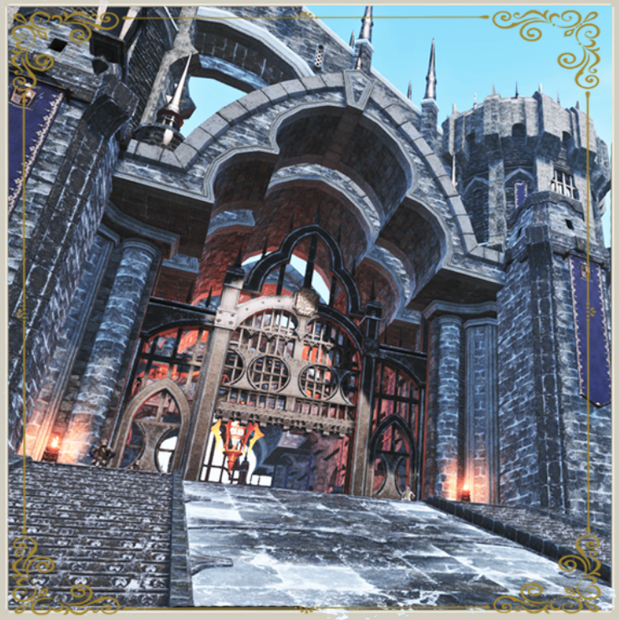


WOAD SKYHUNTER'S BREECHES
Obtained: Sohm Al



LEATHER SHOES
Dye: Chestnut Brown
Obtained: Crafted (LTW Lvl. 4) / Domitien - Old Gridania (115 gil) / Market Board





ISHGARDIAN NOBLE FORM

We fashioned highland warmth into a long, lavish, fur-lined coat accompanied by silky gloves and fancy leather boots. This luxurious look will surely make you feel like nobility even in the harshest Coerthan winter.









Gear Pieces

FOR ISHGARDIAN NOBLE FORM



ALPINE COAT

Dye: General-purpose Pure White
Obtained: Litany of Peace (Main Story Quest)

LOYAL BUTLER'S GLOVES

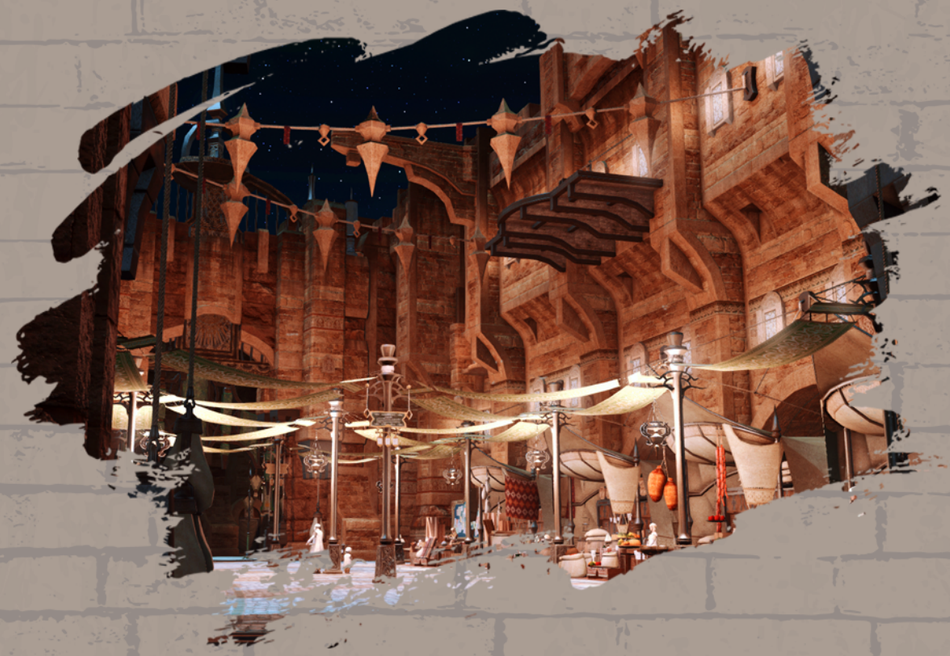
Obtained: Mog Station

ASTRAL SILK BOTTOMS OF CASTING

Dye: General-purpose Pure White
Obtained: Crafted (WVR Lvl. 50) / Market Board

HIGH HOUSE BOOTS

Obtained: Crafted (LTW Lvl. 60) / Market Board



UL'DAHN SMALLFOLK STYLE

Dressed and ready for the heat of the desert, this young girl is prepared for a hard day's work haggling the markets and watching blood spill in The Coliseum. Though her clothes aren't lavish, she boldly wears a deep and royal red.









GEAR PIECES

FOR UL'DAHN SMALLFOLK STYLE



COTTON TURBAN
Dye: Slate Grey
Obtained: Domitien - Old Gridania (282 Gil)



OASIS TUNIC
Dye: Wine Red
Obtained: Gold Saucer Attendant - Gold Saucer (3,000 MGP)



PAGOS FIELD DRESSING
Obtained: Eureka Pagos



OASIS SAROUEL
Dye: Slate Grey
Obtained: Gold Saucer Attendant - Gold Saucer (1,000 MGP)



THAVNAIRIAN BABOUCHES
Dye: Wine Red
Obtained: Crafted (LTW Lvl. 60) / Market Board



GOOBBUE EARRING
Obtained: Obtainable During Tokyo Game Show Annually



RUBELLITE RING
Obtained: Crafted (GSM Lvl. 49) / Market Board

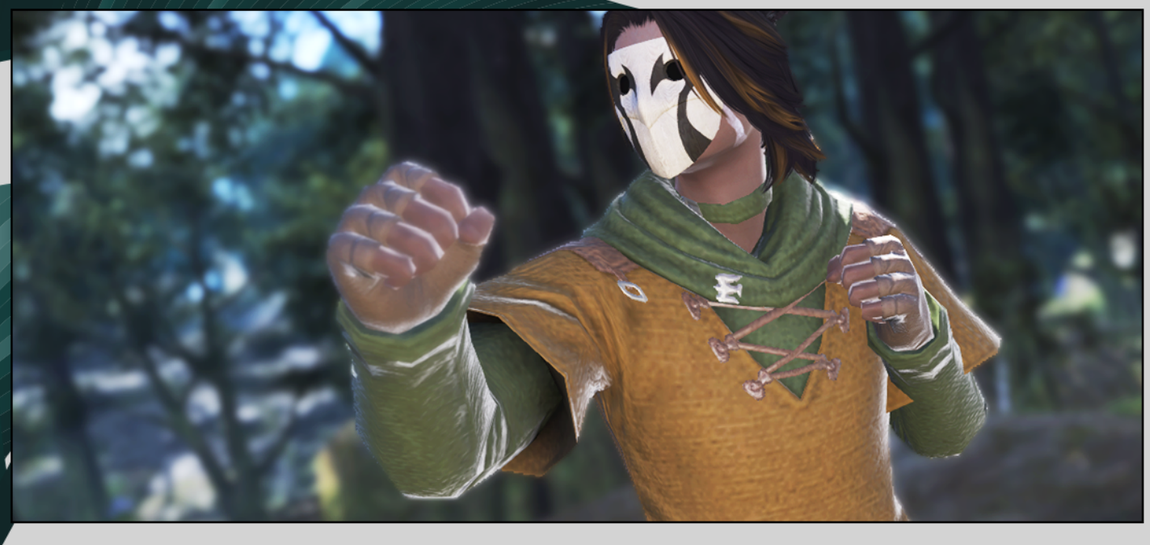


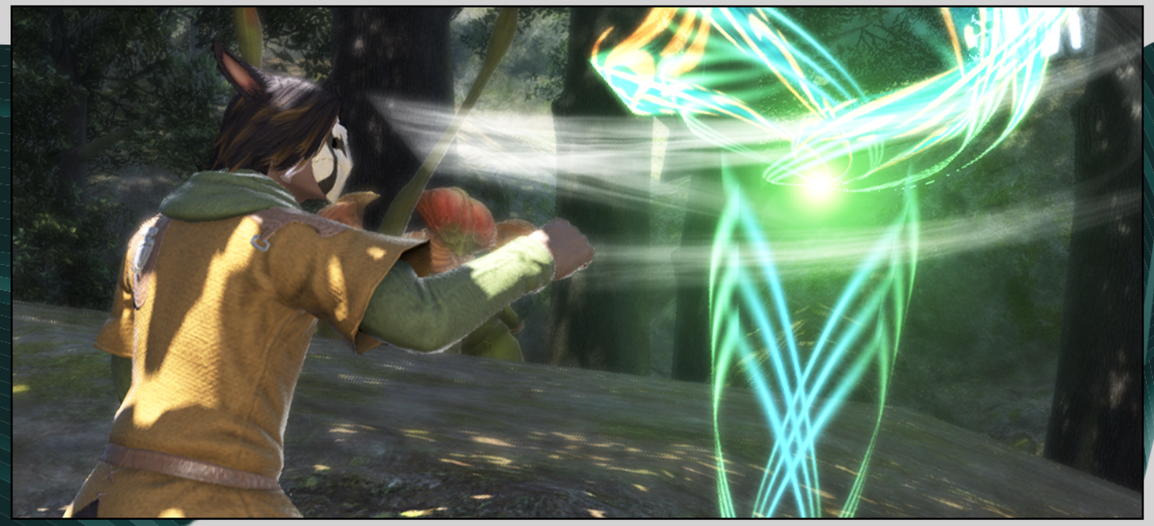


BLACK SHROUD
POACHER PROVISIONS

Inspired by the style common to poachers in The Black Shroud, this look is meant to pair practicality with style. According to Gridanian tradition, wearing a wooden mask is said to keep one's identity hidden from the Elementals and in turn protect oneself from the Greenwrath. The neutral color scheme will let you blend right into the forest, but be prepared for a scuffle should you come face to face with a Wood Wailer while sporting this look.









GEAR PIECES

FOR POACHER PROVISIONS



ASH MASK
Crafted (CRP Lvl. 14) / Domitien - Old Gridania (308 Gil) / Market Board



POACHER'S TUNIC
Obtained: Cutter's Cry



COTTON HALF GLOVES
Dye: Mole Brown
Obtained: Crafted (WVR Lvl. 15) / Domitien - Old Gridania (59 Gil) / Market Board

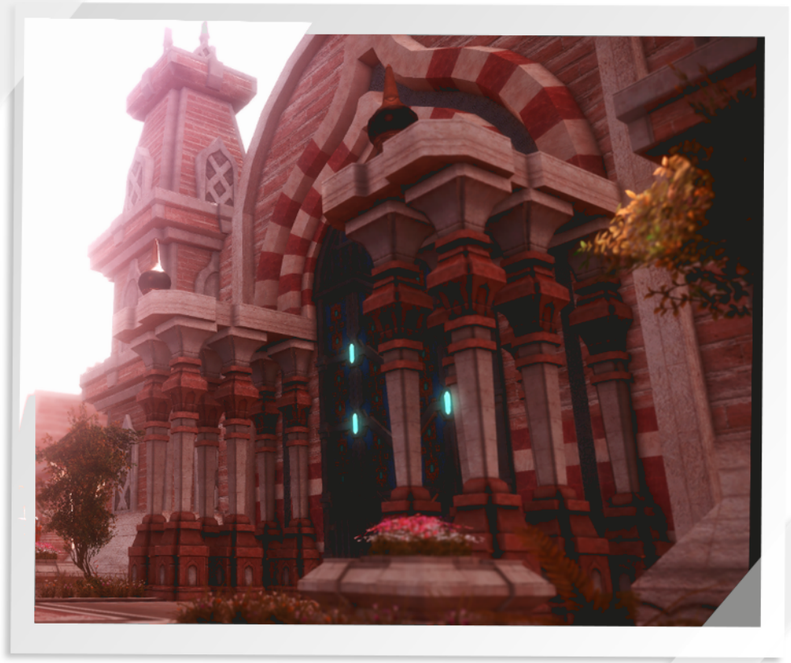


COTTON TIGHTS
Dye: Mole Brown
Obtained: Crafted (WVR Lvl. 14) / Domitien - Old Gridania (315 Gil) / Market Board



EXPEDITIONER'S THIGHBOOTS
Dye: Mole Brown
Obtained: Crafted (LTW Lvl. 60) / Market Board





ALA MHIGAN LABORER LOOK

The wearer of this set will strive on for their kinsmen, bare chest swelling with pride at the labor about to be put forth to rebuild a nation. This well-to-do laborer glamour includes a pair of Quan and a set of Taoist's Shoes, a look fashioned in styles which had been imported to Ala Mhigo many years ago while the region was still a trade hub.









GEAR PIECES

FOR ALA MHIGAN LABORER LOOK



HEMPEN UNDERSHIRT (HIGHLANDER)
Obtained: Crafted (WVR Lvl. 3) / Maisenta - New Gridania (59 Gil) / Market Board



PAGOS FIELD DRESSINGS
Obtained: Eureka Pagos Lockboxes / Market Board



QUAN
Dye: Soot Black
Obtained: Crafted (WVR Lvl. 70) / Market Board



TAOIST'S SHOES
Dye: Soot Black
Obtained: Crafted (LTW Lvl. 70) / Market Board





ALLAGAN CLONE CHIC

Ever felt like you just crawled out of a vat of cloning fluid? Well, just because you may be somebody's clone doesn't mean you have to dress like one! Now presenting the latest from 5,000 years old fashion; stand out amongst your fellow coworkers and clones as you rock the smooth lines of this delicate ensemble. Starting with a black A-line coat and decorated with red accents, this set will put you right into the 30 yalm rage-range from which you can scream at everyone who looks like you—but isn't dressed like you—for not maiming those adventurers sooner.









GEAR PIECES

FOR ALLAGAN CLONE CHIC



SHARLAYAN GOGGLES
Obtained: Gold Saucer Attendant - Gold Saucer (20,000 MGP)

REPLICA ALLAGAN TUNIC OF HEALING
Dye: General-Purpose Jet Black
Obtained: Crafted (WVR Lvl. 60) / Market Board

MAKAI MOON GUIDE'S FINGERLESS GLOVES
Dye: Dalamud Red
Obtained: Disreputable Priest - Wolves' Den Pier (2,000 Wolf Marks)

STAR VELVET BOTTOMS OF HEALING
Dye: General-Purpose Jet Black
Obtained: Crafted (WVR Lvl. 60) / Market Board

ALEXANDRIAN BOOTS OF HEALING
Dye: Dalamud Red
Obtained: Alexander - The Breath of the Creator (Savage)



HANNISH PEDDLER PATTERN

Hailing from the land of Thavnair—land of alchemy, riches, and the scorching sun—this Near Eastern peddler outfit is clearly made for only the most stylish and well-to-do of Radz-at-Han. Or is it? Given how easily this set can be put together despite its assortment of gemstones and gold trimming, it makes you wonder if all is as it seems when its wearer calls you over offering tales of skin tonics and cure-alls.









Gear Pieces

FOR HANNISH PEDDLER PATTERN



SERGE TURBAN OF CRAFTING

Dye: Bone White
Obtained: Crafted (WVR Lvl. 67) / Independent Merchant - Rhalgr's Reach (20,386 Gil) / Market Board



MARID LEATHER BOLERO OF CRAFTING

Dye: Bone White
Obtained: Crafted (LTW Lvl. 67) / Independent Merchant - Rhalgr's Reach (33,976 Gil) / Market Board



DURIUM CHAPLETS

Dye: General-purpose Jet Black
Obtained: Crafted (GSM Lvl. 65) / Independent Merchant - Rhalgr's Reach (17,249 Gil) / Market Board



GEMMASTER'S TROUSERS

Dye: Bone White
Obtained: Crafted (WVR Lvl. 60) / Market Board



LEATHER SANDALS

Dye: General-Purpose Jet Black
Obtained: Crafted (LTW Lvl. 8) / Domitien - Old Gridania (115 Gil) / Market Board



BLACK PEARL EARRINGS

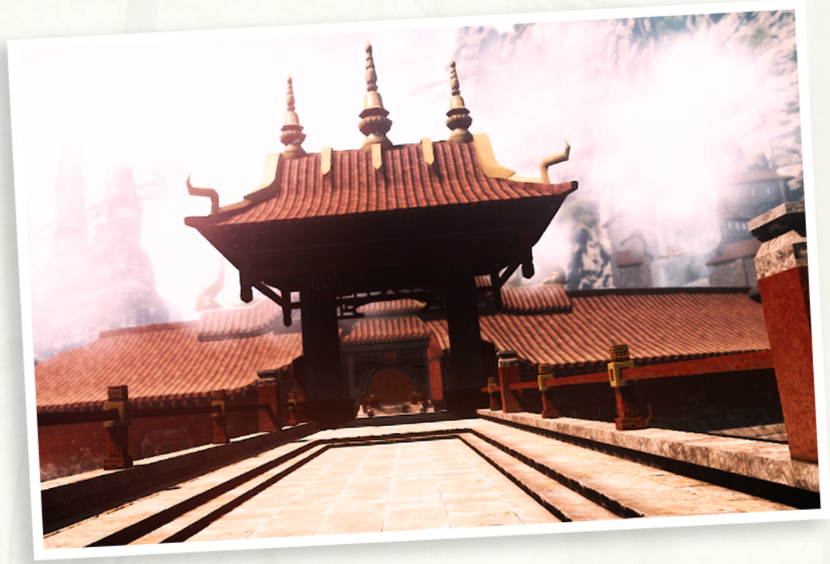
Obtained: Crafted (GSM Lvl. 50) / Market Board



BLACK PEARL CHOKER

Obtained: Crafted (GSM Lvl. 48) / Market Board





Doman
MERCHANT DUDS

From the village of Namai, all the way to the Doman Enclave, the merchants and tradesmen of Yanxia move a plethora of goods and carry with them the style to match. Though their outfits might look simple at first glance, the small details help the outfit create a signature look all its own. Whether you are weaving together clothing or selling it from your stall, this outfit is the perfect choice.









GEAR PIECES

FOR DOMAN MERCHANT DUDS



NON LA

Obtained: Crafted (WVR Lvl. 70) / Market Board



YANXIAN MERCHANT'S HAORI

Dye: Wine Red
Obtained: Junkmonger - Doman Enclave (5,000 Gil)



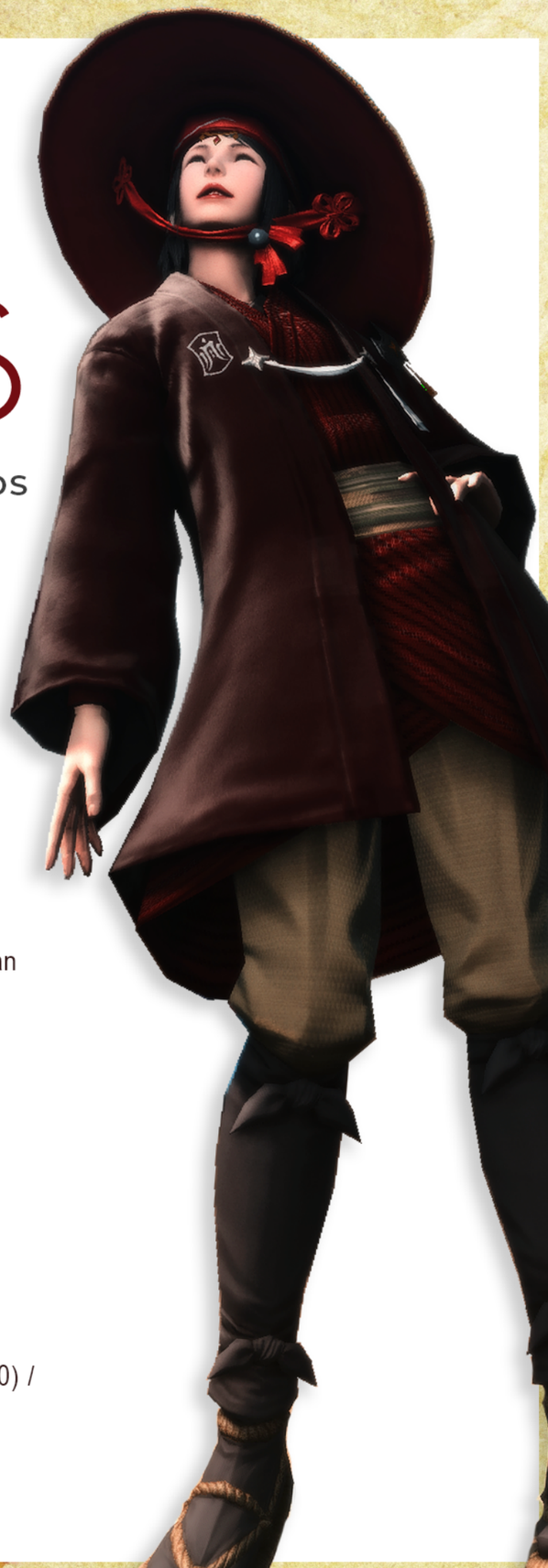
ONISHI MOMOHIKI

Obtained: Crafted (WVR Lvl. 70) / Market Board



ONISHI ZORI

Obtained: Crafted (LTW Lvl. 70) / Market Board





Mol
CONJURER CLASS

When living on The Azim Steppe, one must dress the part. A conjurer of the Mol tribe would most certainly be seen wearing this stylish ensemble. These specific colorings are only seen within their ranks. The cap and coat of this set fit the style seen across many tribes of the steppe, but special care has been taken to make the wearer really stand out with the addition of jewelry and armlets.









Gear PIECES

FOR MOL CONJURER CLASS



DARKLIGHT KPLE KPLE
Obtained: The Wanderer's Palace / Amdapor Keep



NOMAD'S CAP OF HEALING
Obtained: Bardam's Mettle



NOMAD'S COAT OF HEALING
Obtained: Bardam's Mettle



WOAD SKYDRUID'S ARMLETS
Obtained: Sohm Al



THALIAK'S SANDALS OF HEALING
Dye: Soot Black
Obtained: Wolves Den (1,500 Wolf Marks)



LAKSHMI'S NECKLACE OF HEALING
Obtained: Emanation (Extreme)



IMPERIAL JADE RING OF HEALING
Obtained: Crafted (GSM Lvl. 69)





Ruby Sea REGALITY

A walk through Sui-no-Sato would teach you much about the Raen Au Ra village and its people, who sought refuge underwater in the Ruby Sea. This regal outfit will accomplish much the same with its vibrant red accents, elegant patterns, and expertly fashioned accessories. It is a look sure to evoke the grace of the Ruby Princess herself.









Gear PIECES

FOR RUBY SEA REGALITY



SHISUI MENGU OF HEALING
Shisui of the Violet Tides



RAKSHASA DOGI OF HEALING
Dye: General-purpose Pure White
Obtained: Crafted (WVR Lvl. 70) / Market Board



FAR EASTERN NOBLE'S ARMLETS
Dye: Aldgoat Brown
Obtained: Mog Station



FAR EASTERN NOBLE'S PETTICOAT
Dye: Dalamud Red
Obtained: Mog Station



EASTERN LADY'S CRAKOWS
Obtained: Mog Station



SCION LIBERATOR'S EARRINGS
Obtained: Mog Station



fan glam

featuring Rinziel Elerrina of Odin



This all-black leather biker look is inspired by the sleek design of the SDS Fenrir mount. The classic leather jacket, cut-off leather pants, and steel-toed boots make you look stylish and ready to hit the road, leaving your enemies biting the dust.

glamour

Head: Endless Summer Glasses
Dye: Soot Black
Obtained: Moonfire Faire Event (2018) / Future Mog Station Item

Chest: Anemos Jacket
Dye: General-purpose Jet Black
Obtained: Eureka Anemos Lockboxes / Market Board

Gloves: Punching Gloves
Obtained: Crafted (LTW Lvl. 50) / Market Board

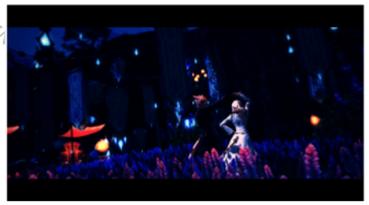
Pants: Ala Mhigan Bottoms of Fending
Dye: General-purpose Jet Black
Obtained: Billebaut - Rhalgr's Reach (60 Centurio Seals)

Shoes: Spring Shoes
Dye: General-purpose Jet Black
Obtained: Kasumi - The Gold Saucer (5,346 Gil)

Earrings: Scaevan Earcuffs of Fending
Obtained: Enna - Rhalgr's Reach (375 Genesis Tomes)

Neck: Redbill Scarf
Obtained: A Redbill Farewell (Quest)

Memories Of
2018









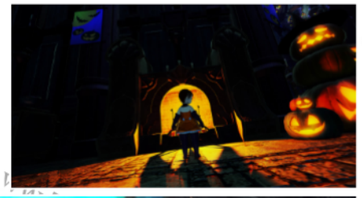








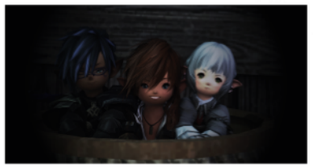

HOUSE!♡



























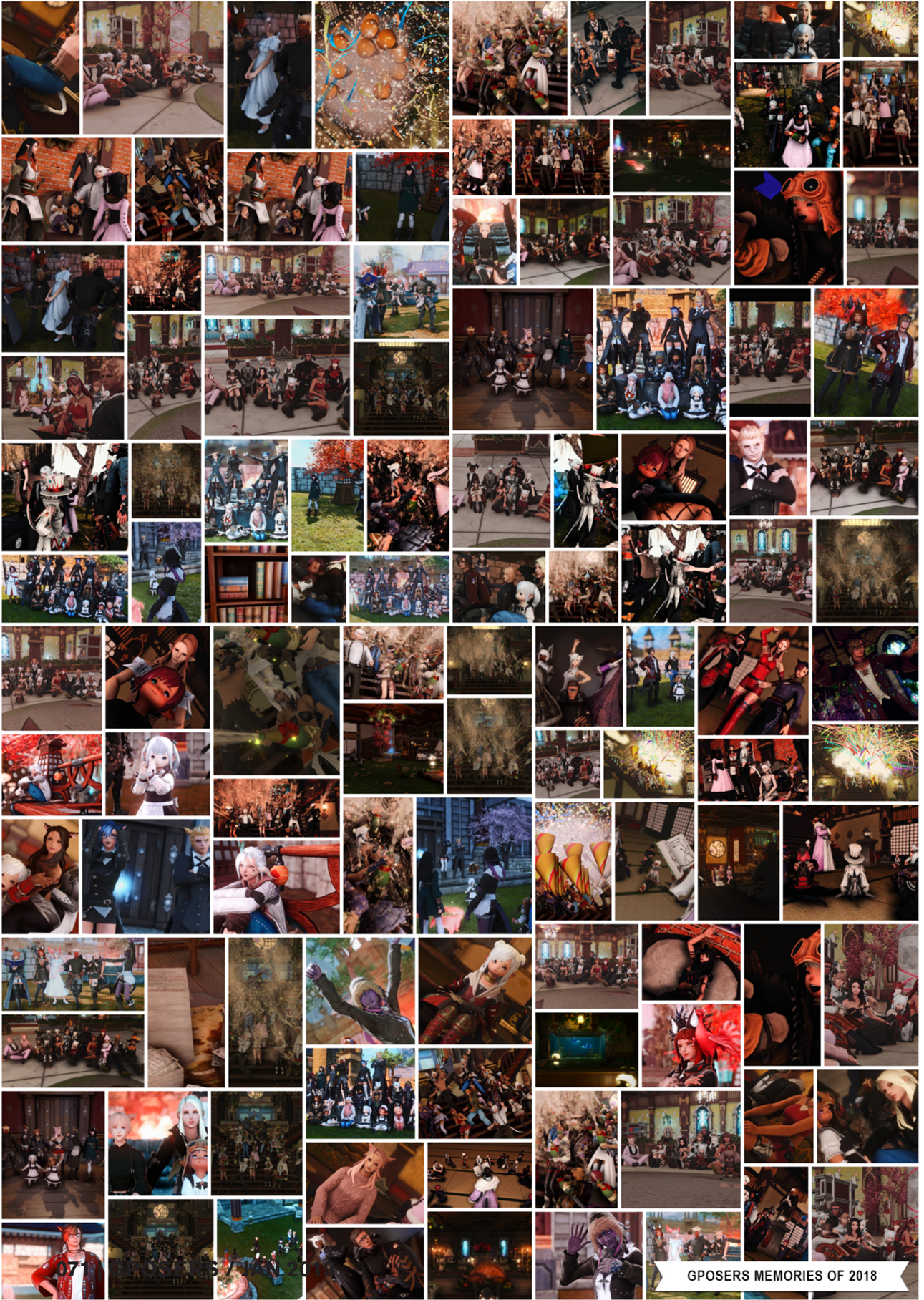












Thank you
for the memories.
let us make
many more.

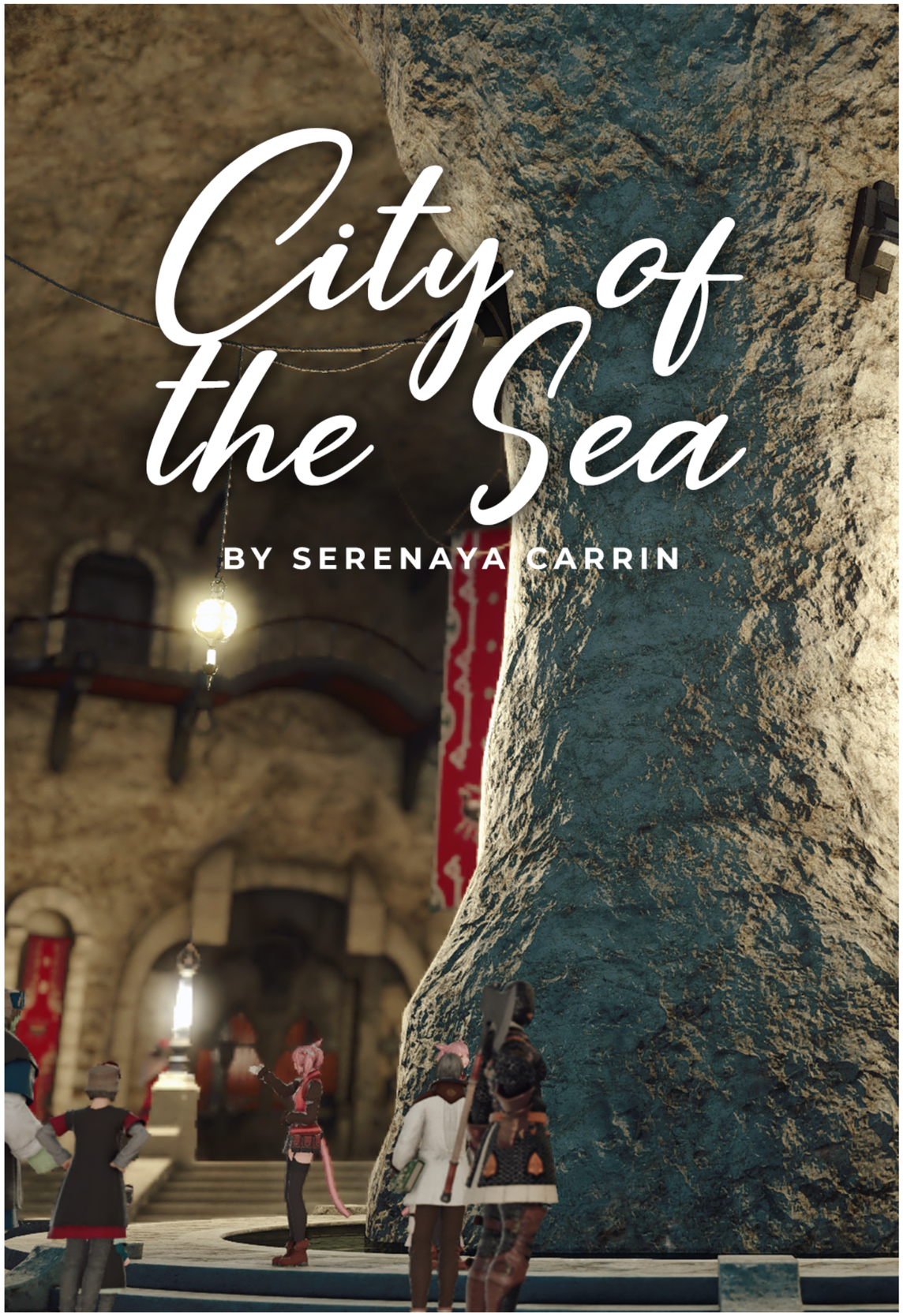
- GPOSERS



EXPLORE WITH US AS WE DELVE INTO CHARTED TERRITORIES OF THE WORLD OF HYDAELYN

City of the Sea
Braving the Frozen Wastes
The Other City of Freedom
Adventuring Around Yanxia







Today was the day I walked the grounds of Limsa Lominsa,

a city almost entirely separated from the surrounding beautiful—yet untamed—land. From a distance it looked so very monumental, yet oddly inviting. Truly an intriguing phenomena. Even at length the towering pillars, The Crimson Fleet, and the smaller bridges between masses of what appeared to be chiseled limestone were awe-inspiring. You could see everything except the craftsmanship that lay within, all of it sparking a curiosity I could not shake.

The drawbridge looked so grand, and as I stood modestly before it, I could not see a thing past it. I tried to liken its isolated, castle-like nature to something, anything at all. A feat I found to be impossible. Upon its lowering and my reaching the other side, before me stood a lit archway. The stone walls were painted a flickering yellow by the lights, hanging and swaying with the breeze. I kept walking, past a stern-looking Yellowjacket guardsman and took a quick look at the Maelstrom-branded pillar that acted as a centerpiece. Water flowed down its length, pooling in a moat formation at its bottom.





Strange how the fountain mirrored the city itself.

Iron doors were nestled to the left and right, guarded by Maelstrom soldiers who looked as rigid and unflinching as the doors themselves. I hastened my walk—trying not to make eye contact—and as I reached the other side...my jaw dropped.

It was like emerging from a dark tunnel into a blinding, heavenly light. The aetheryte was the first thing I saw, acting as a glistening centerpiece for what seemed to be the city's central plaza. It was surrounded by pure-green grass, carefully cobbled into a circle with shallow steps descending from its platform. The silence had passed as well: before there was just the odd voice, but now a plethora of them were heard as folk of all races occupied the benches to my left and right. I carried on my merry way down the pearl-white walkway, taking in the sights of each imposing plateau-like tower and the low walls which gave way to the ocean below. I breathed out a long sigh of saltwater-smelling air while continuing forwards, looking left, right, up and down while traversing the shallow steps toward what seemed to be a marketplace. Perhaps someday soon I will write about my experiences therein and throughout the rest of this remarkable city, and I sincerely hope you look forward to it.

BRAVING THE *Frozen Wastes*

BY AEON



The Coerthas Western Highlands are a far cry

from the green rolling highlands that filled the land prior to the Calamity. After that fateful day the highlands have become a snowy wasteland filled with harsh blizzards, deadly creatures, and dangerous heretics. Knowing it would be dangerous to travel alone, I hired two mercenaries as my personal guard to ensure I would be coming home in one piece. The current means of reaching this fascinating region's outpost, Falcon's Nest, are by airship and chocobo.

Falcon's Nest is a fortress of stone and the main base of operations in the Western Highlands for Ishgard, built upon the ruins of a hamlet which bore the same name. It's one of only a few areas actively occupied and used by Ishgardian soldiers. Walking through the front gate, you're given a straight path to the aetheryte.

Large fires rest on either side of the walkway

at the beginning of the stairs providing light and most importantly: warmth. At the foot of the brilliantly rotating aetheryte the path splits in two and leads to twin sets of stairs, both leading downward. Following either set will put you on an icy path that leads away from the base and towards the frozen wastelands themselves.

The winding paths which lead through the region known as Riversmeet are filled with many dangerous creatures including Deepeyes, Silver Wolves, and Steinbocks to name just a few. Avoiding these creatures as best you can, walk through a beautiful natural arch of frozen rock and you'll see an enormous sculpture known as The Pike. This monument was built to honour Haldrath, the first of the Azure Dragoons, and one of the founders of Ishgard. It has stood through countless blizzards and frigid temperatures, but there are always soldiers posted at it to ensure that this piece of Ishgardian history will remain standing for years to come.

It is also one of the few landmarks you can see from Falcon's Nest—even through the blizzards—thanks to the lights at its base. The other two landmarks that can be seen from here are the Lancegate far to the north and the wondrous "Dreaming Dragon" in the Ashpool far to the west. The Dreaming Dragon glows a brilliant icy blue throughout and is a sight that any traveler must see if they are in the area, especially during a night with clear skies. I unfortunately could not see it very well because of a blizzard, but will return tomorrow provided the storm calms do-

Note: This document was recovered from the bloodstained belongings of the famed explorer Aeon, discovered by a patrol after the end of the Dragonsong War and published (presumably) posthumously.





The Other City OF FREEDOM

BY PINKIE



Ah, travelling through the Dravanian Hinterlands

invokes a feeling like no other. Climbing the hill towards Idyllshire, the first thing I saw was a striking waterfall flowing down into the Orn Wild below. As I reached the top, the sheer amount of solitude that washed over me without warning as I gazed upon The Cenotaph was almost too much to handle. I'm told it's a Sharlayan monument and monolith that towers above Idyllshire itself and has carved into it the names of numerous Sharlayan scholars. It bore the words "Knauleche Seikis No Man", or more simply put: "Knowledge Seeks No Man", on its face. The motto of Old Sharlayan, as I'd later find out.

I continued my journey into the unusual city, a strange yet serene locale where those who value freedom more than anything else make their homes.



Walking through the arch under the Cenotaph, the sun beamed straight into my eyes.

Before I knew it I was surrounded by both beautiful scenery and fascinating structures alike. It was a mix of nature, Sharlayan, and Goblin architecture; which is so incredibly unusual! My gaze was quick to focus on a monument constructed from a fallen piece of the Cenotaph, outside Rowena's Center for Cultural Promotion (somewhere I deigned to visit for reasons I'll not disclose), though I could not discern its meaning or purpose.

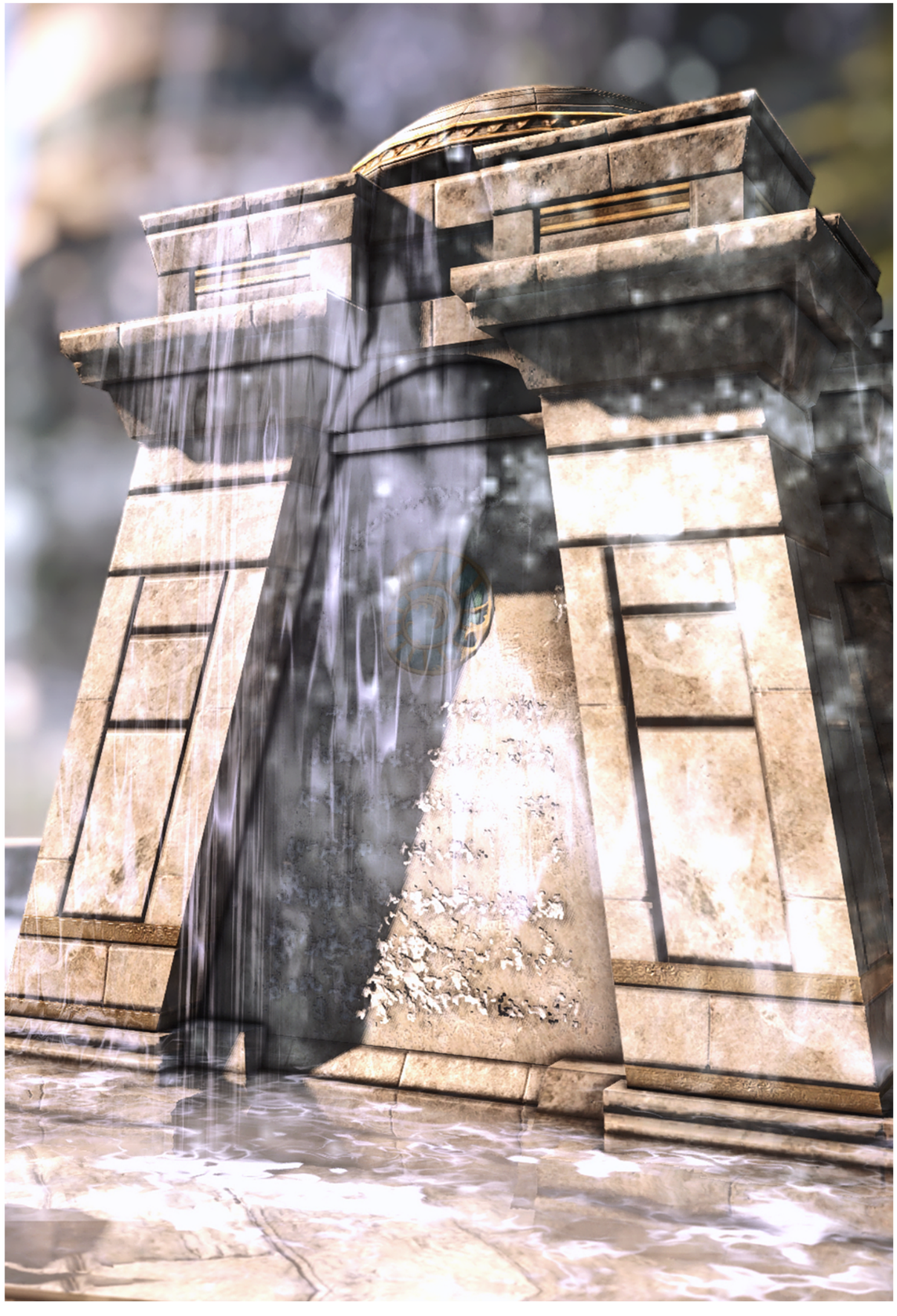
As I continued to explore, I felt more and more like the city complimented all different sorts of personalities, something surely owed to the diverse mix of menfolk and Goblins. I decided to visit The Hard Place, the local tavern. I fancied a strong ale on my adventure, and it was one of the best I've tasted across the land. Went down well with a good suppe. Deciding it was time to move on, I stumbled out of the tavern, down a road, and up a flight of stairs. Happening upon a quiet plaza with an ornate fountain and a vast number of fragrant flowers, I took some time to admire the view from the nearby cliff of the untamed Orn Wild just below.

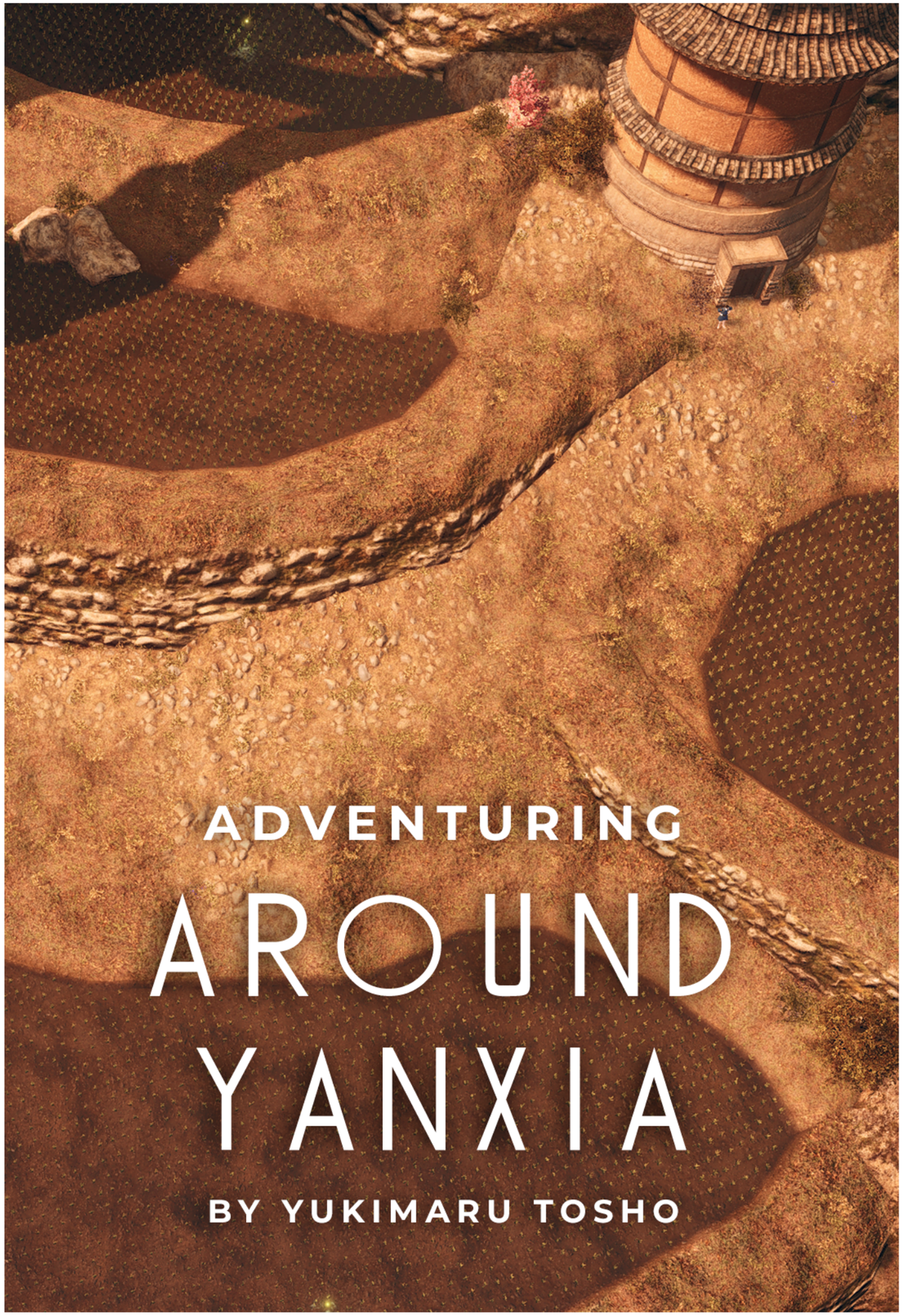
Having heard some commotion above, I wandered back into The Hard Place and met a young Miqo'te by the name of Zhloe, who was busy shouting something about pineapple pudding at some poor adventurer. Apparently she runs an orphanage called Menphina's Arms out of the same building, and while I'm not sure about the lass herself, I am sure this is just another example of where this city's heart lies. Overall, Idyllshire feels more like a community than just any plain city, which truly made me feel welcome. Its sights and sounds are truly one-of-a-kind, so why not seek adventure yourself and pay a visit?

IDYLLSHIRE

DRAVANIAN HINTERLANDS







After several taxing days of sailing through the Ruby Sea—

Confederacy permitting—I had finally arrived on Othard's eastern coastline. Excitedly, I stepped off the docks towards the small settlement of Isari, making the rest of the trip into Yanxia by caravan. After what seemed like an eternity, I was greeted by towering walls that run for malms along the equally tall mountains, a sight that was most unusual and bewildering to me. Shortly after passing a few open fields we arrived at Namai, a small and quaint village just outside of Doma. Rice paddies line the fields surrounding the town, and the smell of home-cooked sukiyaki filled my nose as I arrived, spurring fond memories of my childhood. My guide, patiently awaiting my arrival, welcomed me warmly and invited me to sit down for a meal consisting of a variety of dishes including sukiyaki. Seemingly contented by the feast, my guide promptly led us to our next location.





Our first stop was the Glittering Basin.

Here, we boarded a small boat planning to sail up along the One River, hoping to get a closer look at Doma Castle. As we sailed along, we passed through the ever-imposing Dairyu Moon Gates, constructed originally to control traffic along the river and seemingly appeared to be modified later by the Garleans with magitek barriers. Despite the structural damage from the battles surrounding the occupation, it is nevertheless a magnificent example of Doman architecture. In the distance, I could catch glimpses of the ruined Doma Castle, which appeared to be just as imposing as the Gates before it. Unfortunately, there is currently no way to access it, as the damage from the rebellion is extensive.

Next was The Swallow's Compass; tomb of the first Doman emperor, Ganen. I can't quite say which was more grand, the large set of stone stairs and grand wooden gates that lead into the tomb, or the enormous and ornate facade of Ganen that is carved directly into the side of the mountain.



His two eyes seem to be carved out of some form of crystal, which, in the pale sunset, makes them appear to be glowing. While we didn't have the opportunity to venture inside—my guide informing me that it would be quite perilous and foolhardy given the magicks within—it was still a worthwhile stop.

Our final stop was the Doman Enclave. While it is still in the process of being rebuilt, having been ordered to remain destroyed by the Garleans during the occupation to teach the populace a lesson, I was shocked to see shops and trading posts filled with both locals and traders from distant lands alike. The familiar smells from Namai permeate from the Ten Thousand Stalls, and upon being drawn towards it, I was met with various Far Eastern dishes such as baozi, sashimi, and dango. It was almost overwhelming! After purchasing some more sukiyaki and baozi, my tour concluded at the One Garden, where I'm able to sit and enjoy the view overlooking the settlement as a whole. While it is still recovering from the recent strife, this land's architecture, cuisine, and culture make it a worthwhile visit!



THE ONE Garden



GPOSERS MONTHLY CONTEST WINNERS

Monument of Memory

For this month's contest, we wanted the GPOSERS community to create a Monument of Memory! The finest landscape shots were put on display, with scarcely a character in sight. Here are the winners who best captured Hydaelyn's beauty by showing their own Monument of Memory.

#1
Forest Full of Mysteries
Hiscas Snas of Omega

#2
Remember the Fringes

Skrully Matsyuma of Jenova

#3
Before the Calamity

Damuron Atomais of Ragnarok

JANUARY *Birthdays*

02 Carwyn Rees (Hyperion)
Llymlaen the Navigator

07 Medesa Bajihri (Mateus)
Oschon the Wanderer

08 Altani Qorel (Mateus)
Halone the Fury

10 Luke Castro (Lamia)
Menphina the Lover

20 Tki Diamonde (Sargatanas)
Menphina the Lover

26 Mayah Amariyo (Ultros)
Menphina the Lover

27 Kurumu Kozono (Zodiark)
Menphina the Lover

28 Aura Windsong (Cerberus)
Oschon the Wanderer

28 Josuki Raute (Odin)
Halone the Fury

30 Thiela Inari (Odin)
Menphina the Lover



ARTIST

SHOWCASE

Oreen Nine

Lamia

Oreen.9

Oreen#3075








MEMBER
INTERVIEWS



Messy Lustrous

SERVER: LAMIA

Marot Satil: Another issue means another set of interviews; thanks for joining us this time around!

Messy Lustrous: Thank you for taking the time to interview me. The last issues are great, can't wait to see the next one!

Marot: Glad to hear you enjoy them. Moving forward, let's jump right into it: who is the mystery known as Messy?

Messy: My in-game name is Messy Lustrous, of Lamia server. Hmm...let's see...I have played MMORPG's for some time, probably pushing on 15 years now. I'm really just a gaming enthusiast, but that doesn't mean I don't like to tackle the high-end raids. I started playing Final Fantasy XIV at the launch of 2.0, but really didn't start taking screenshots until 4.0. I am still a novice in my eyes, but I am improving little by little.

lamia is my home

I started out on Lamia and have never left; Lamia is my home forever. I currently help manage my free company as an officer and run events with the FC along with even helping host events for everyone on the world.

Marot: Sounds like you keep yourself busy, to be sure. Is there any in-game activity you really enjoy over anything else, though?

Messy: Over anything else I enjoy raiding end-game content with my raid group, we aren't super serious about it at all so the casual aspect makes it a very exciting experience full of laughs.

Marot: I think the key to a good static is people with good personalities, and it sounds like yours is full of them. I'd consider yourself lucky, in that regard. Somewhat on the topic of raiding though, what's your favorite class or job?

Messy: I am a scholar main for life! I've never been too keen on tanking, and trying to pay attention to mechanics as a dps isn't my cup of tea. I have always been a healer; scholar is one of the best classes I've played since starting to play MMORPG's.

Marot: Fair! Of the current healer lineup, scholar is by far my favorite as well, though warrior is currently my







My Favorite Zone would be **YANXIA**

main job of choice. Stepping away from combat for a moment, do you have a favorite zone or locale?

Messy: Ooh, I'd say my favorite zone would be Yanxia, especially at night-time. You can get some beautiful screenshots there around sunset and sunrise. My favorite city though, is Kugane. It's a pretty area and really well-lit-up at night.

Marot: I can't imagine anyone would argue with either of those

opinions—and seeing as we've started to breach the topic—how do you feel about Gpose?

Messy: When I started to use Gpose I was clueless, but as I've practiced and gotten better at it, I've come to really like to play around in it. When they added the ability to freeze the time of day in the Gpose window it was a breath of fresh air. If only we could change the time of day and weather to suit our screenshots...come on Yoshi-P! Gpose to a

I've Grown Since then

lot of people is intimidating at first, but it's a really good tool to learn. I've yet to master it.

Marot: The time of day and weather changing features would for sure be great additions, I completely agree. Next up, how'd you find out about the GPOSERS community?

Messy: I first heard about GPOSERS from Freya Bloodmourne in another Discord server. At first I didn't think I'd fit in since I was mostly new to taking screenshots, but I ended up accepting Freya's invitation to join the server. I was nervous at first but everyone was very inviting. I've grown since then, taking even nicer screenshots.

Marot: Happy to hear it! And about how long have you been with us?

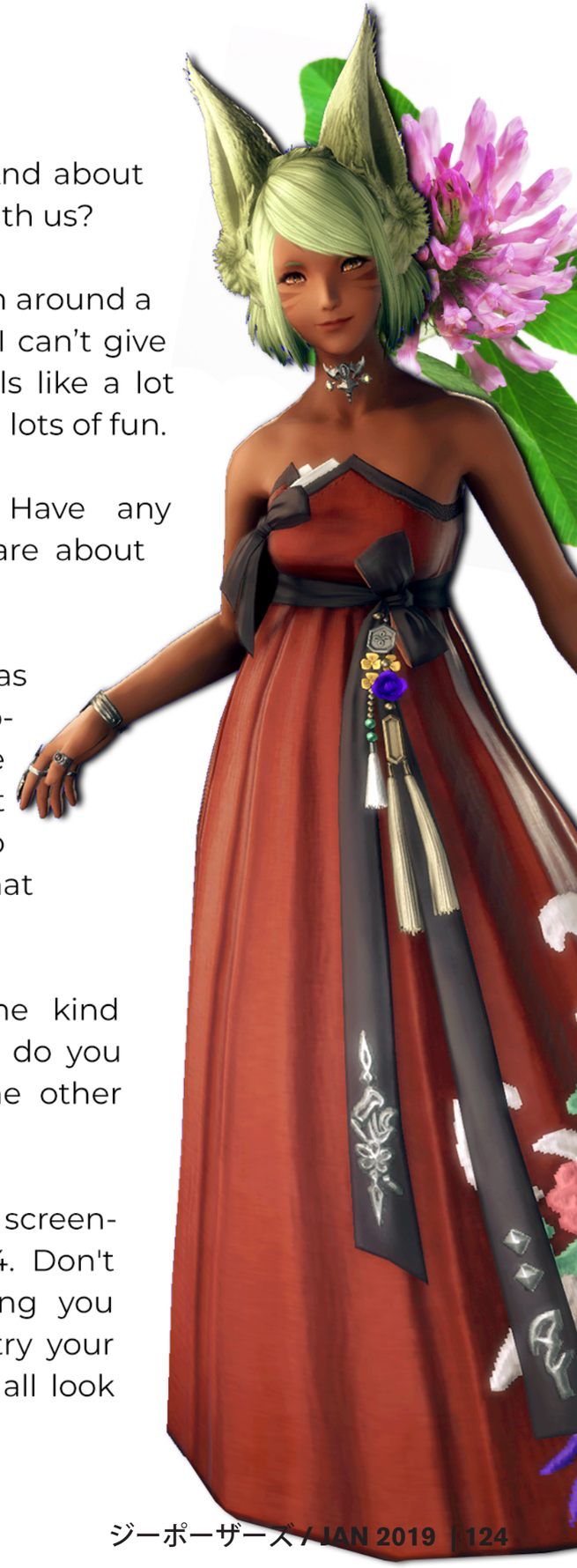
Messy: I believe it has been around a half of a year, maybe less. I can't give an certain date but, It feels like a lot longer than that as I've had lots of fun.

Marot: Works for me. Have any thoughts you'd like to share about our little magazine?

Messy: Each issue has seemed to improve exponentially, I can see all the hard work and effort everyone has put into them. I can't wait to see what the future issues hold.

Marot: Thank you for the kind words. Last question now: do you have any words for all the other readers out there?

Messy: Everyone can take screenshots, be it on PC or PS4. Don't hold yourself back thinking you aren't good enough, just try your best and have fun. Let us all look forward to the next release!





KANO NEXT

SERVER: LAMIA

Marot Satil: Starting off, thanks for agreeing to set aside some time for this little interview.

Kano Next: Thank you for asking me to do it. It means a lot.

Marot: We do try to select the most outstanding members of our community for these, so you certainly earned it. Now, why don't you tell the readers a bit about yourself?

Kano: Well, my name is Kano Next, and I am on the Lamia server. I have played Final Fantasy XIV since 2.0's early access. I played 1.0 for probably about 2-3 weeks, but it was so bad for me I had to quit. So sadly I didn't qualify for legacy status. I have been on Lamia from the start to now, except for about 2 months when I went to Gilgamesh for a raiding group that fell through.



So I ended up coming back to Lamia. Really wish I had never left. I don't do any high-end raiding, but I wouldn't really consider myself a casual player either. I play the game mostly for the social aspect of it. I really like meeting new people and making new friends. I pride myself in helping anyone I can when possible. I consider myself an easy person to get along with, and I am usually fairly polite to everyone. I will, however, defend my friends if necessary.

Overall I would say that I am a well-rounded person and player, who like everyone else has some minor flaws. But I try my best to correct those when I can.

Marot: Well, you know what they say about Lamia: nobody leaves forever. You've said quite a lot about what you enjoy in the game, but do you have a favored job or class?

Kano: That is true. There is no place like home, as the saying goes. My favorite job as of now would have to be white mage. It is my main job in the game. Followed closely behind by paladin. For some reason I just like to be the one in a party to "take care of the party". Whether it be healing them, or taking the hits for them.



KANO Mert

SERVER: LAMIA



Marot: Fair enough, I'm very much so the same way, though it might be a natural affinity for responsibility in my case. Are there any areas or zones in the game that particularly strike your fancy?

Kano: I really like the Black Shroud areas. I have always been fond of wooded areas. I grew up around the mountains, so I guess it sorta reminds me of home in a way.

Marot: Brings us back to your earlier comment in a real way, doesn't it? But back on track, what are your opinions surrounding Gpose?

Kano: I think Gpose is a great addition to the game since it was introduced. Also the updates we just got to it this patch has made it even better in my opinion. There are a couple of things that should still be added though. Like the ability to control the time of day and the weather.

LAMIA



Marot: Seems everyone is thinking the same thing on the time of day & weather points. Speaking of everyone, how did you find out about the GPOSERS community?

Kano: Well as you know I have been friends with Kupaii for a long time. So when I came back to Lamia from Gilgamesh, you guys had just started this up, and she asked me if I would be interested in joining. Of course I agreed. It was based on something I loved doing anyways, and plus I knew I would get to meet all kinds of new people. It was a win all around for me.

Marot: Sure sounds like it was. Do you have any specific thoughts on your experiences within the community so far?

Kano: I have had nothing but positive experiences so far with the community. I have got to meet several nice people, and have even gotten the chance to be good friends with some of them. I have also picked up on a few tips from the community to improve my own screenshots. They are still a work in progress, and can use improvement. But I think they have improved since joining this community.

Marot: Splendid! Now, our magazine goes hand-in-hand with our community itself, this interview being a key example even. Did you have any feedback or opinions on it that you'd like to share?



Kano: I think it is a great magazine and a benefit to the FFXIV community. It helps people like myself who love taking screenshots with different tips and tricks to make their pictures the best they can. It also gives you the chance to meet other people who are interested in the same thing you are. I look forward to each issue every month, and hope it continues for a while to come.

Marot: I'm very glad you feel that way about it, and we'll continue to aspire to the same heights you expect. Last one and then you're free: do you have anything you'd like to say to all of the folks reading this?

Kano: I would just say that people need to continue to support the magazine, and keep taking screenshots, especially if it's something they love doing. Also try to be good to everyone in the XIV community. We need stuff like this magazine to bring us together, and I hope that it just grows more and more.

LASTLY,

Just have fun


GPOSERS PRESENTS
Hidden Gems of
Hydaelyn

Hinterlands Alcove

The Dravanian Hinterlands (18, 23)

A view like no other. The mainland colony of Sharlayan which has since been overtaken by the land can be seen from this isolated alcove, which rests above a gentle waterfall.

Fool Falls

Upper La Noscea (9, 21)

The seemingly serene Fool Falls found its namesake in any inopportune fool who would have taken to bathing in its waters as the lumberjacks of Oakwood sent their felled logs down river (and down the falls) for transport in years past.

Central Thanalan Railway

Central Thanalan (22, 23)

Part of the railway line built by Amajina & Sons Mineral Concern which connects the Ul'dah Dispatch Yard to various mining operations, this splendid view of Ul'dah is reserved only for those who remain undaunted by the risks of standing on the tracks.

Cavern in the Lochs

The Lochs (7, 33)

While it's unknown what manner of ore or crystal lines the walls and ceiling of this dangerous cave in The Lochs, none can deny its deadly beauty. Should you ever decide to visit, mind the reach of the Phoebads.

The Hanging Barbs

East Shroud (24, 10)

Deep within the Sylphlands of the East Shroud you'll find yourself surrounded above by the dwellings of tempered Sylphs, and upon looking north you'll be met with a spectacular view known as the Hanging Barbs. Little is known of what purpose these glowing orbs hold.



THE PHOTOSMITH

All About SPACE

WITH FREYA BLOODMOURNE

Hello GPOSERS! Freya Bloodmourne here once again with another Photosmith Guide!

So far we've covered a wide range of tips and tricks, and this month I wanted to focus a little more on setting up shots that showcase these fabulous glamours we spend so much time (and gil) perfecting! These tips are used regularly by fashion photographers, and when you spend some time getting up close and personal, you can train your eyes to see the space around your subject as well as capture every beautiful detail in that outfit you're dying to show off! So without further ado, here are three simple tips to keep in mind when getting that perfect close up!

POSITIVE VS. NEGATIVE SPACE

Zooming into your subject is one of the greatest ways to draw attention solely on the character model. The background becomes muted and matters little, but did you know that the space around your subject can help or hurt your shot? The “space” I’m referring to is not what lies in the background, but is the “negative space” around your model. Think of your image like a two dimensional canvas, with your subject being the primary focus, or “positive space”, and everything else around it being the “negative space.” To better showcase this, I’m shooting in my studio as my background is just a solid color. Looking at positive vs. negative in this way, you begin to see space differently.



Here I am in a nice close up shot! Hold on though... something is off... I am off-center! Notice the black space on the left vs. the space on the right; it’s off by quite a bit. In some instances this is acceptable, but our goal with this centralized close up is to balance the negative space around the character and fill the image with the primary focus as much as possible. Let’s try this again.





Ah, that feels better! My character is more centralized now. The black space to my left and right are far more even. As I look at this image, I see the negative space is about 50% or so, and I filled in the remaining positive space with my character. This is a great way to capture more of an outfit when the subject is centered as the eye is immediately drawn to your subject, but what about a close-up shot? I bet we can get a bit closer and balance the shot more in favor of the model.





Zooming in a bit more, you will see a shift happen between positive and negative space. I take up most of the frame and the balance of negative space perfectly places me at the center of the image putting it closer to 80% positive and 20% negative space. This is a good number to look for when shooting close ups in more of a fashion style that still captures a fair amount of an outfit.



ROTATE THAT CAMERA!

Creating dynamic angles can allow you to capture more of your subject (and glamour) without getting lost in your negative space. A straightforward 90 degree rotation is great for full body standing shots, but what if you're sitting down or taking a nice action shot? Angles here are everything.



If you have a tail, don't cut it off in your shot. It's just not the same without it.

The primary objective is to keep the balance between positive and negative space around 50/50 or better in favor of your model. You want the attention drawn to your subject, not the background.

NO STUDIO? NO PROBLEM!

So, yeah. Studios are great, but what if I don't have one or access to one?

My choice to use a studio for the above examples was to better visualize a more abstract element in composition. Using this understanding of space in addition to other concepts I have talked about in previous Photosmith guides can add another level to your Gpose game!









CONCLUSION

Get out there, experiment with space, and most importantly: share your work with us on our Discord!

Thanks for reading, and as always, **happy Gposing!**

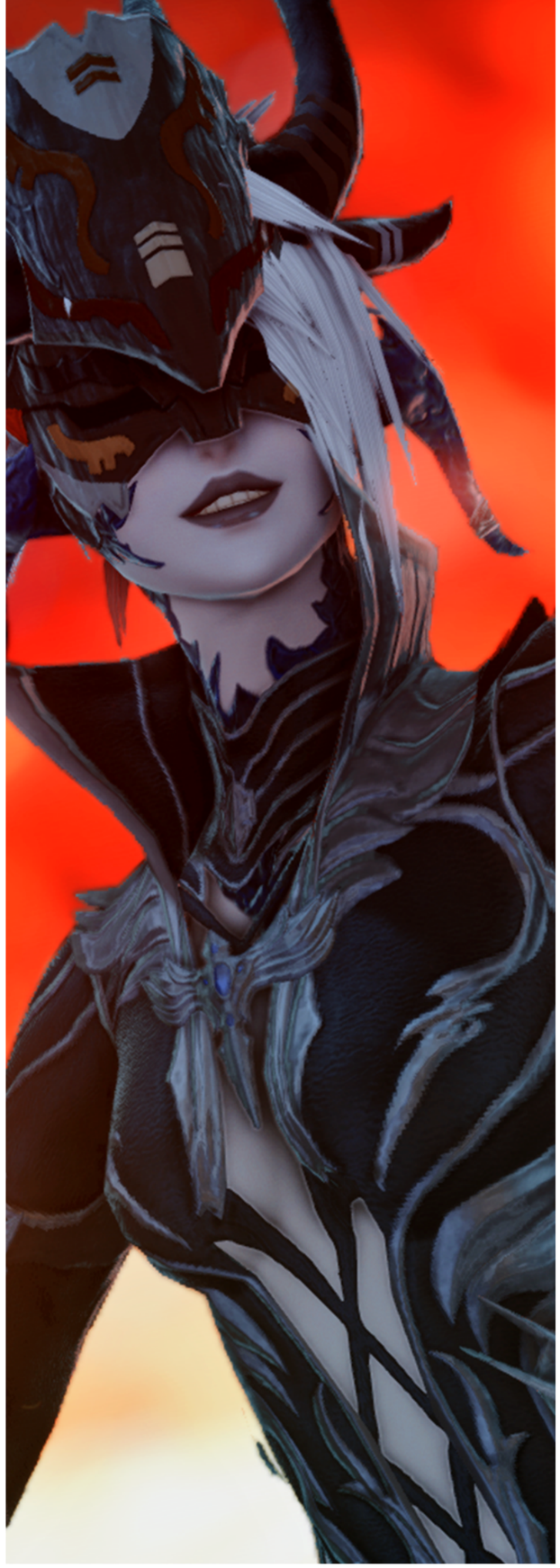
Photosmith Freya

Are there questions you'd like to ask regarding composition, lighting, or Gpose in general? I will be taking questions from our Discord and featuring them in subsequent issues, so don't miss out on that opportunity and join us!

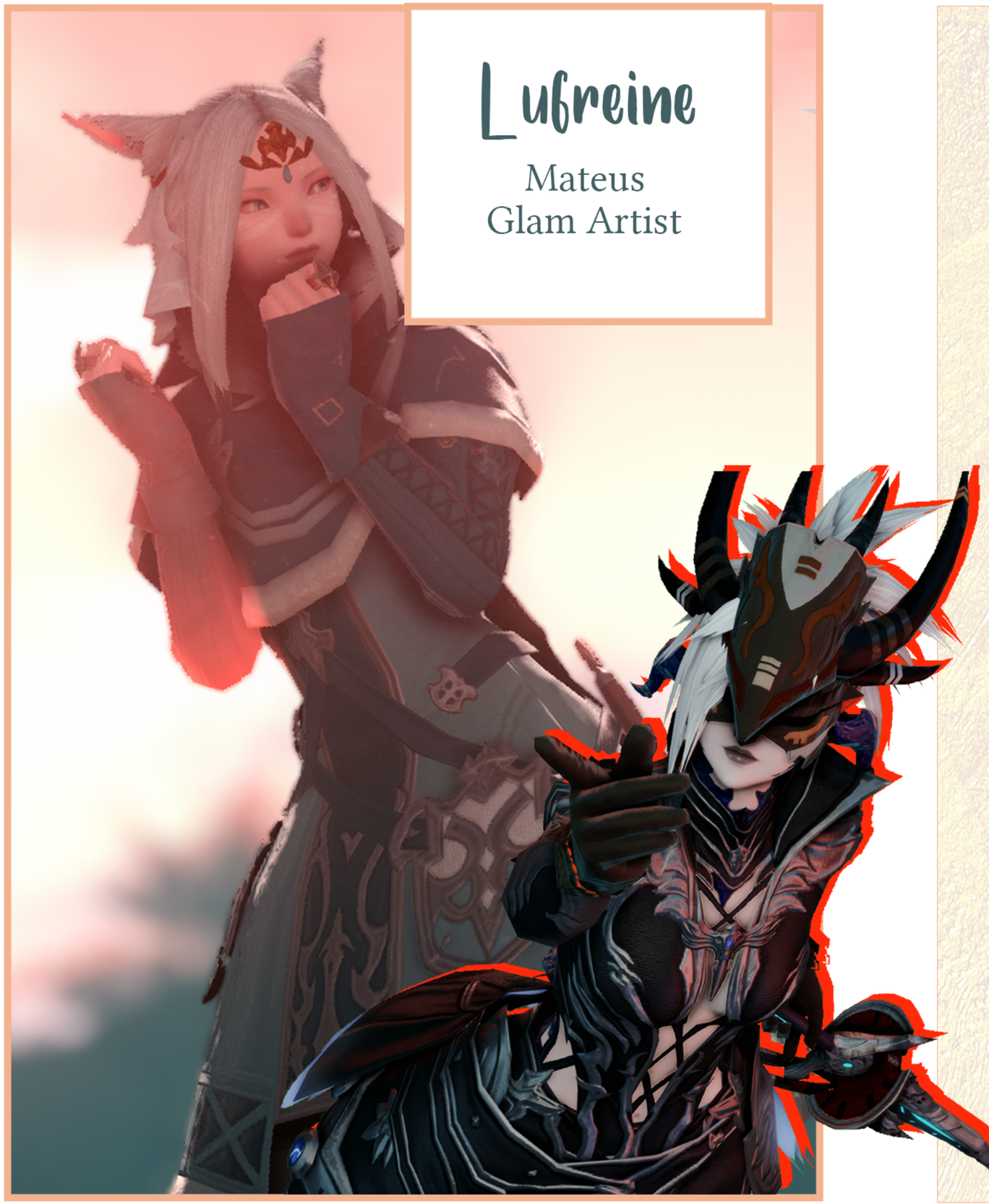
Staff INTROS

INTRODUCING

Lufreine
& *Ishea*







Lufreine

Mateus
Glam Artist

The rare and lesser known Lufreine is a strange creature only found on Mateus, though records show it has migrated several times and seems to be a native of the long lost world known as Besaid.

Some scientists think that it may have escaped from an Allagan laboratory or holding facility, as the Lufreine to date has been spotted imitating three different species: Au Ra, Miqo'te, and Lalafell (which it adamantly insists is a baby Elezen). The Lufreine seems to change its shape regularly through pure unattributed magic, in the name of "glamour". It also applies this same claim while furiously screaming "I NEED THIS!" with almost every new patch.

Often spotted in various places, its common resting ground seems to be buried under a pile of furniture that it just dumps abruptly into the middle of rooms, destructively rearranging the houses it has occupied or been invited into. Its own domain has far too many windows, lights, and plushies for further investigation to be conducted without the use of specialized eyewear. Even with proper equipment, the sheer radiance is too much to behold during the day and should only be attempted at night.



Oshea Gotobed

Cerberus
Proofreader

Eyo. My name's Oshea Gotobed, though I'm typically referred to as Oshi. Yes, the last name suggests what you think it does. I'm currently on Cerberus on the Chaos data center, but have been moving back and forth between Coeurl, Zodiark, and Cerberus over the past few years. Most of my time ingame is spent being AFK at my house, pulling up my Xth alt, or raiding.

I've been playing Final Fantasy XIV since March 2016 and got my first job (white mage) to 60 shortly after. I stopped maining WHM during Creator, switched to dark knight and then to paladin for Stormblood. I raided very casually during Creator and Deltascape, but when Ultimate Coil of Bahamut came out I got into it a lot more intensely, raiding semi-hardcore for Sigmascape, Alphascape and Ultima Weapon Ultimate. My most noteworthy personal achievement in XIV is clearing UCoB, even though it was more than a year after release. XIV has become my favorite game due to the people I've met and played with throughout the years. Lots of memories have been made, and I hope to continue doing so in the upcoming expansion, hopefully with dark knight being stronger again.

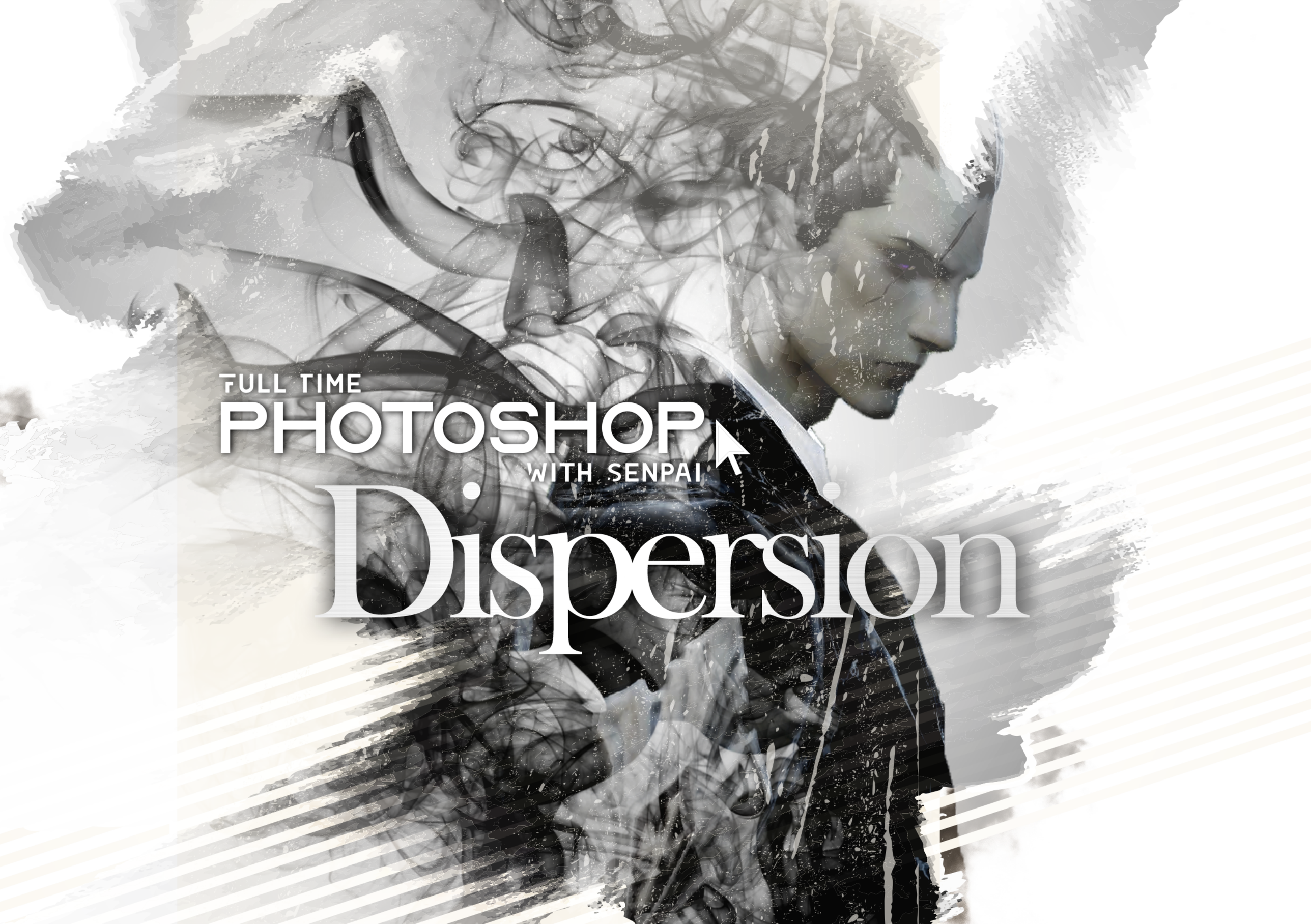
I decided to join GPOSERS after reading the November and December issues. After extensively talking to a friend, Serenaya, about the tone and style throughout the issues, he recommended applying my love for language (and correcting people) to the upcoming issues. Proofreading has always been fun to me, and I used to fansub anime with several groups in both English and German.

FULL TIME

PHOTOSHOP

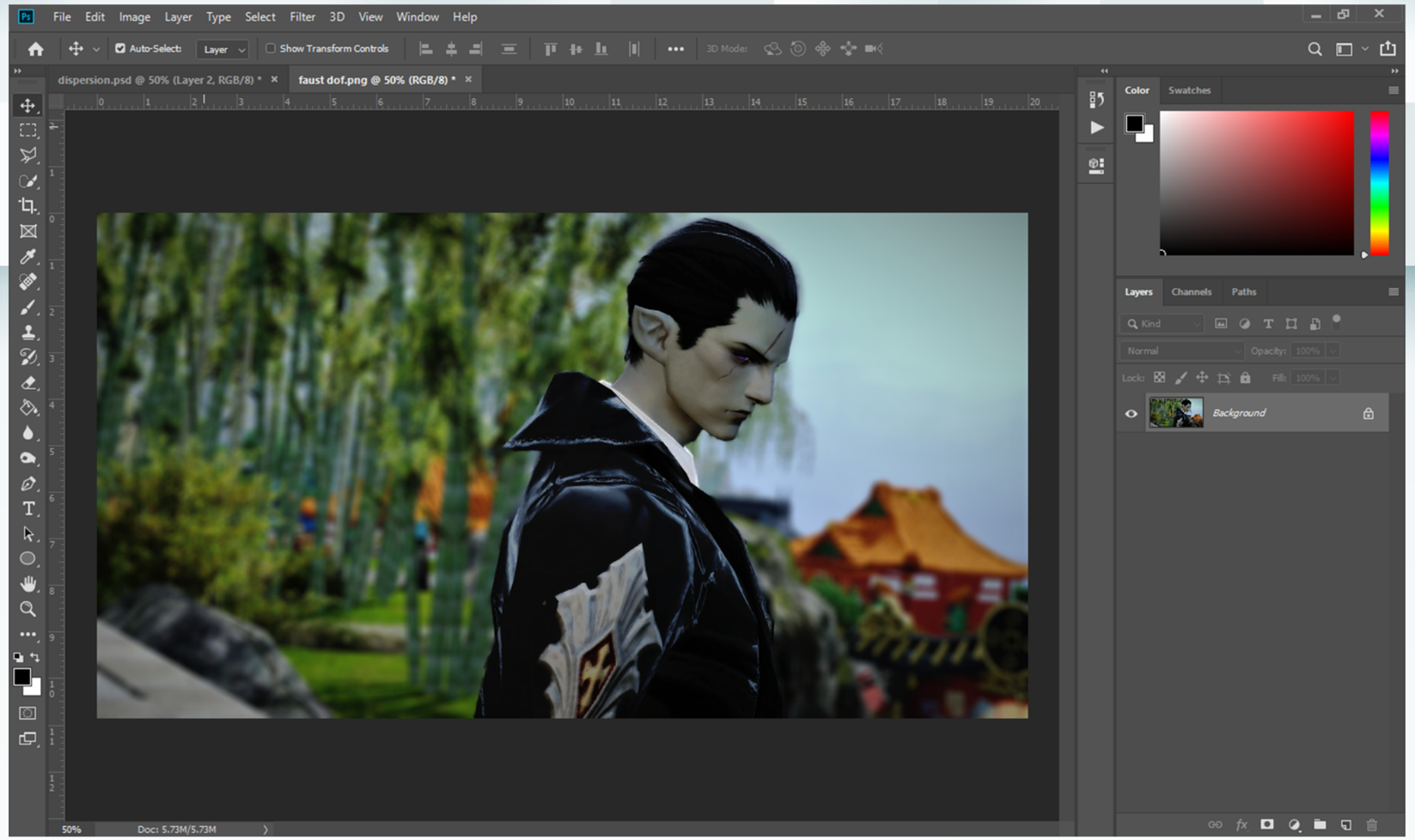
WITH SENPAI

Dispersion



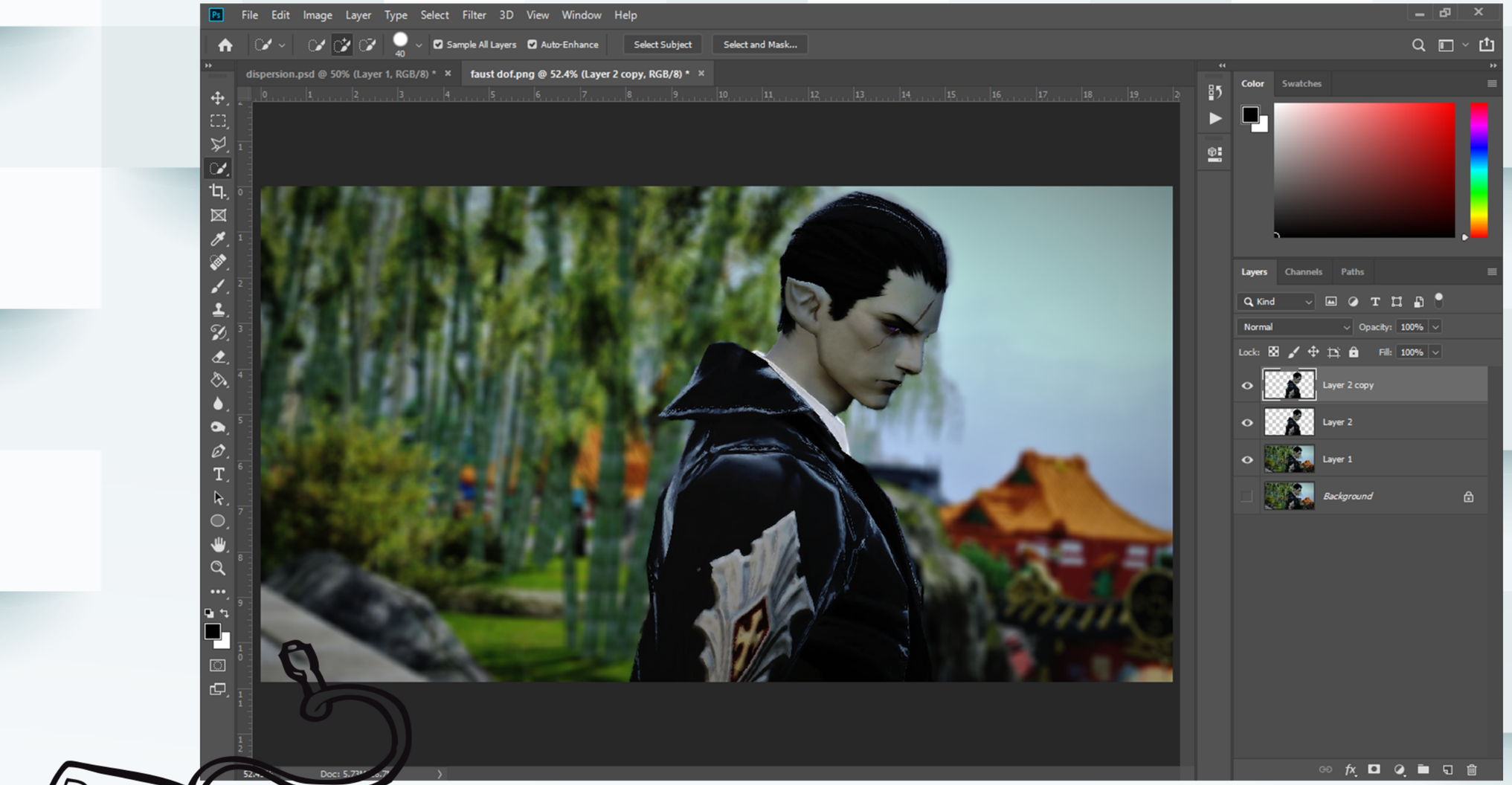
Hello, hello! Today's Photoshop guide will be focusing on a pretty neat effect known as dispersion. It could be done in a multitude of ways, such as with dust, pixels, splatters, and so on. For this example, I'll be making a smokey dispersion effect as I think it looks the coolest, but you can make it with any brush of your choosing. This effect utilizes a wide range of Photoshop's tools, from masking down to liquify. So open up Photoshop and let's get started.

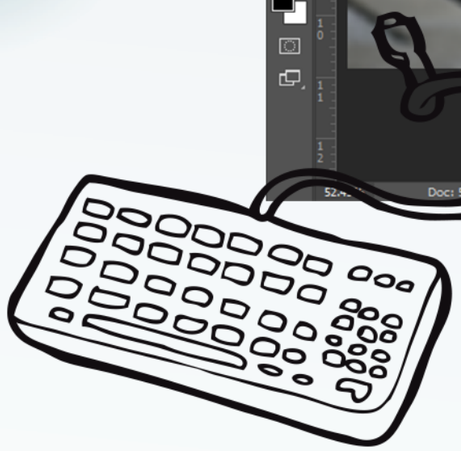
STEP 1





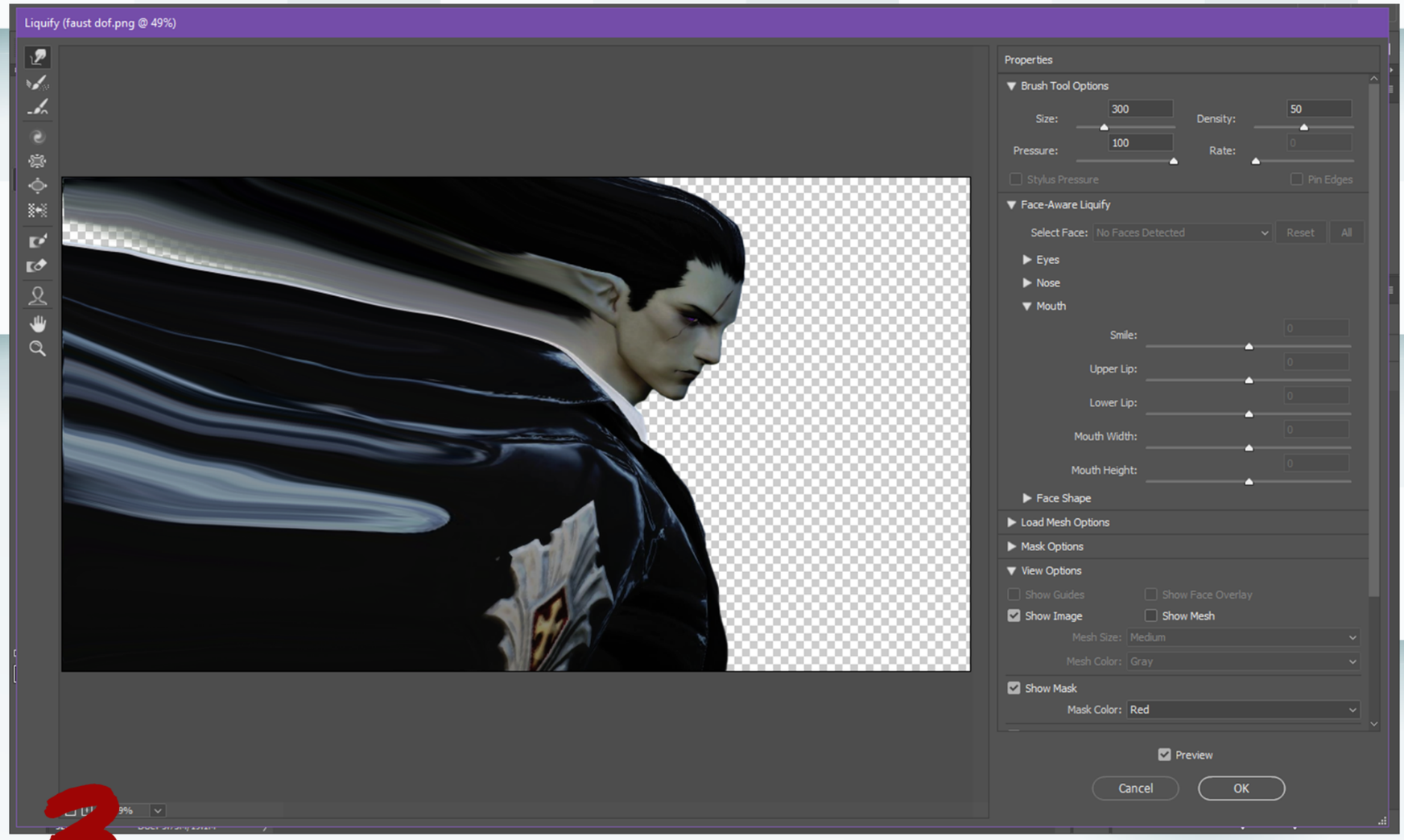
Open up your picture of choice. I find this effect works best with a relatively close up shot of your character. I'll be using this landscape portrait of my Elezen. We'll start by making a copy of the background layer to ensure we always have an untouched base to go back to if we mess up. Press **Ctrl/CMD+J** to do so.





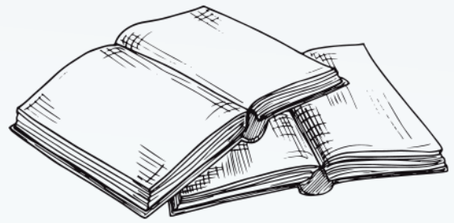
STEP 2

We'll need to isolate the subject that we want to be dispersed from the background of the image. There are a number of ways to do this, from quick select to the **pen tool.** Just pick whichever feels most comfortable to you! My preference is the quick select tool. Once you have your subject, press **Ctrl/CMD+J** twice to create two new layers with your selection. Name one layer **"Liquify"** and keep the other as **"Layer 2."**



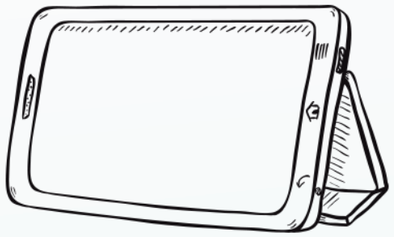
STEP 3

Time to liquify! This step is where we stretch out the area of your subject in which you want the effect to be applied. With the **“Liquify”** layer selected, select Filter followed by Liquify (or press **Shift+Ctrl/CMD+X**) to open up the liquify menu. With “Forward Warp” selected, and a moderate to large brush size, begin to slowly stretch out the part(s) of your character where you want to apply the effect.

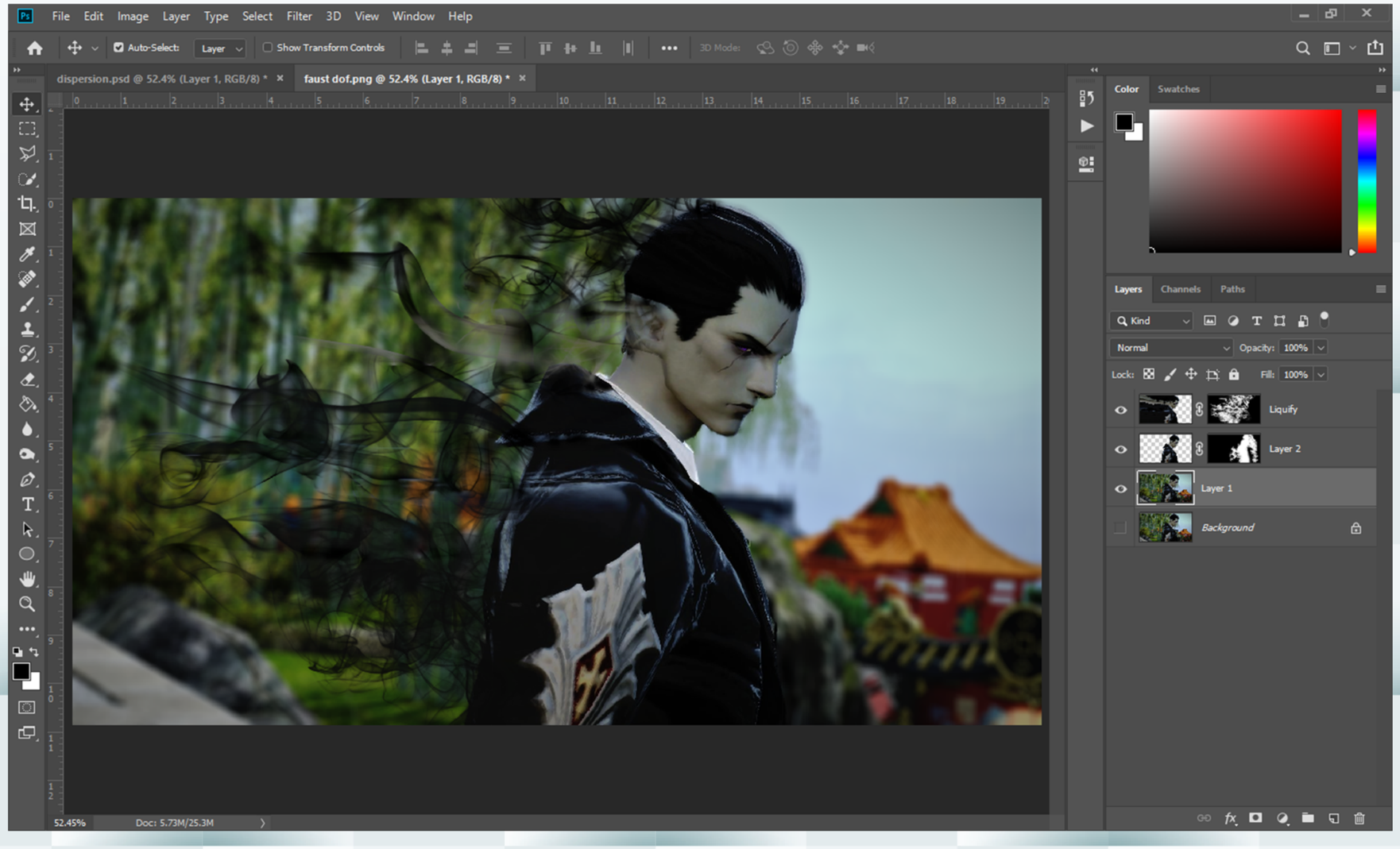


Take your time with this, no rush! Next, mask off the area by clicking the layer mask button and press **Alt+Delete** to fill the mask with black. Do this to **“Layer 2”** as well.

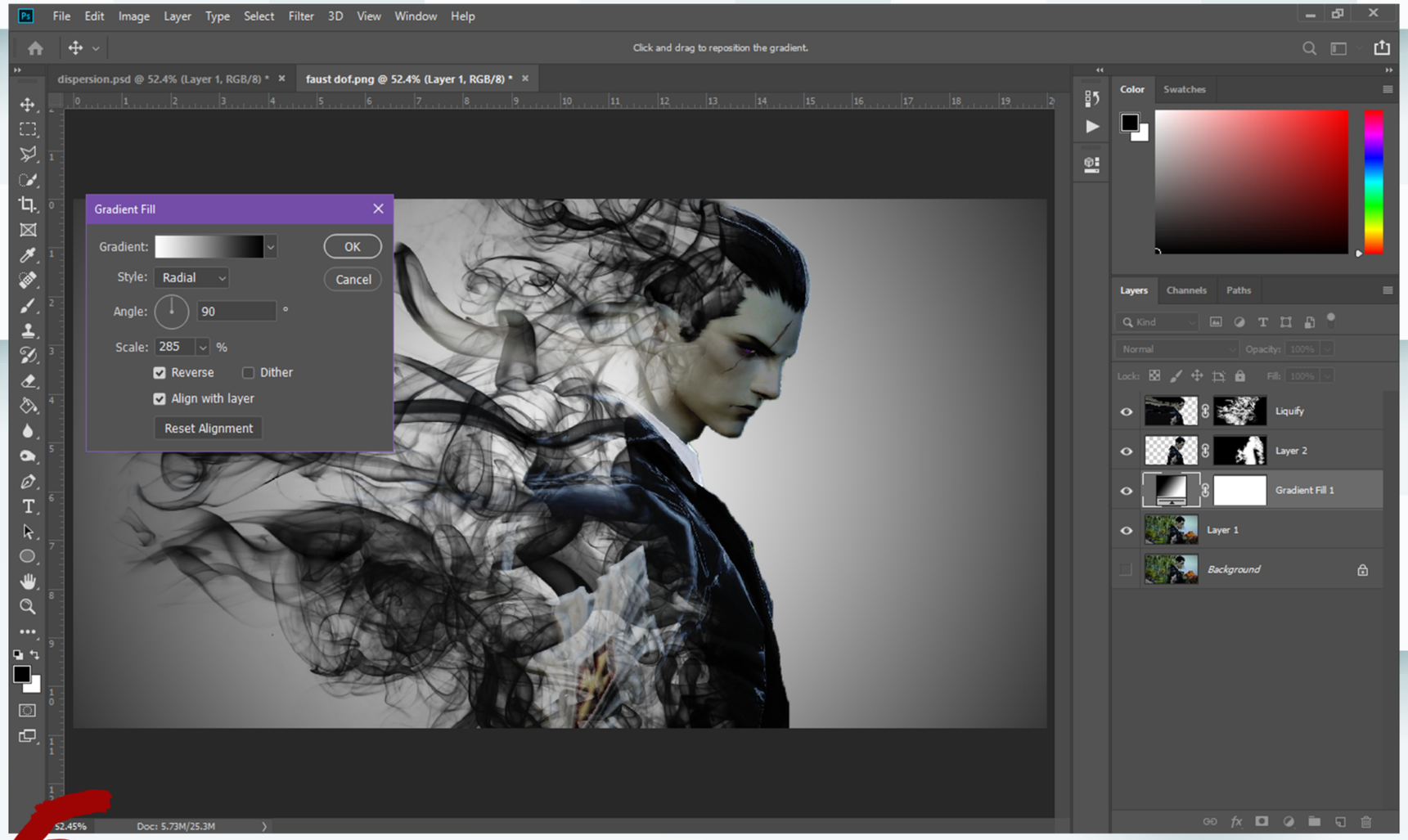
STEP 4



Now, it's time to reveal the effect. With the layer mask of "Liquify" selected, select your brush of choice and begin painting in white over the stretched area(s). Again, take your time here and make sure you're happy with it! If you accidentally brush over an area that you don't want to be affected, switch your brush color to black and paint over it. Now, select the layer mask of **"Layer 2"** and paint in white on the side you want to keep untouched. In the next step, we'll add a gradient fill layer to really make the effect pop. Painting in the mask of "Layer 2" will ensure your subject is still visible.







STEP 5

As stated above, we'll add a gradient fill layer to make the effect really stand out. This is completely optional. I just find it helps isolate the effect from getting too lost in the background, especially ones that are busy. Select **"Layer 1"**, which should be completely untouched by your edits, and select Layer, followed by New Fill Layer, then Gradient.

In the window that pops up, click on the gradient box and select whichever kind of gradient you like in the Gradient Editor menu. I went with a simple black and white radial gradient as it fits my character. I set it to reverse and the scale to 285%..





OPTIONAL STEP

You should now have a pretty neat looking dispersed effect à la “I don’t feel so good”. Some optional steps are to add some adjustment layers to even everything out. Maybe some cool text as well. Play around with it until it’s to your liking!



I hope you found this guide helpful in some way, and that you learned something from it. If you have any questions or suggestions on more guides, give me a shout in our discord or find me in-game. Take care!

~ Full-time Senpai

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thanks for reading!